SPECIAL OFFERS

We will have a number of Special Offers in each issue of the brochure covering software and peripherals. We kick off this issue with some software offers. These prices only stand for requests received prior to our next Publication date (see back of brochure) Any requests received by us after this date will not be eligable at these discount prices. ALL PRICES INCLUDE POST AND PACKING.

SPECTRUM

	RRP £	OUR PRICE £	SAVE £
THE DAMBUSTERS	9.95	8.45	1.50
HIGHWAY ENCOUNTER	7.95	6.45	1.50
NIGHTSHADE	9.95	7.95	2.00
SOUTHERN BELLE	7.95	6.45	1.50
FRANKIE GOES TO HOLLYWOOD	9.95	7.95	2.00
THE WAY OF THE EXPLODING FIST	8.95	7.20	1.75
RED MOON	6.95	5.70	1.25

BACKISSUES

Copies of the original Hints and Pokes brochure are still available on request.

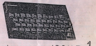
They are priced at £1.00 each or £4.00 for all 5 issues.

Overseas customers (including Republic of Ireland customers not paying in Sterling) £1.25 each or £5.00 for all 5 issues.

ISSUE 2 SPECTRUM ARCADE HANDBOOK

THE NEXT ISSUE WILL BE AVAILABLE FROM MONDAY 7TH OCTOBER 1985.

SPECTRUM ARCADE HANDBOOK



September

ISSUE 1

EDITORIAL

Welcome to our brand new brochure, we hope you will find it as useful as the old Hints & Pokes brochures. Our aim is to make this and the other brochures as interesting and informative as possible, we plan some interesting items during the coming months. We do enjoy receiving letters singing our praises but lets make it clear we do welcome constructive criticism. So if there's anything you wish to sound off about or see in our brochure, we would like to hear from you. Anyway thats all for now, we hope you enjoy the brochure.

H-&-P-DIARY

This is a new column which prints little bits of gossip or news which may interest you. If you have anything which you think may be of interest please write and we will do our best to print it.

We heard some interesting news on the mysterious non-appearance of the Ocean games Daley Thompsons Super Test and Street Hawk. Rumour has it that thousands of copies are currently hanging around in a warehouse waiting for the right time to release. Lets face it Ocean are not daft why release when they currently have best sellers ie. Frankie goes to Hollywood and (via Imagine) Hypersports. I only hope the games are worth it.

If you were disappointed with JSW II, lets face it we were expecting JSW and the Taxman, dont fret too much as there could still be one on its way. The JSW II, on the Commodore and Spectrum was just a rip offfrom the JSW on the Amstrad which has double the screens so quick re-packaging and software projects had another income earner. Matt Smith never even had anything to do with JSW II, so what is he doing?

If you received H & P No5, you may remember that we were looking at a compiler which enables you to run Commodore games on your Spectrum even machine code, well it turned out to be a fake (we knew it all along!).

Finally for this issue we are giving a H & P raspberry to Mirrorsoft the producers of the latest rave arcade game Dynamite Dan. To actually print in their prog 'Hey look Bill another Pirate' is an insult to any Hacker. Alright piracy takes place but as we all know there is nothing wrong in breaking into a program we own and doing what we wish with it, how do we fill most of our mags otherwise. So get your act together Mirrorsoft and no more insults.

WANTED-YOUR-HINTS/POKES/MAPS

We will be awarding £8, of Software to the best Hints and Pokes received before our next publication date. There will be other consolation prizes as well. We ask that your Hints meet the following conditions :-

(a) POKES Please include all associated information where possible, it is almost impossible to check all the pokes we receive and dont forget not everyone has the knowledge to know where to put the pokes.

(b) HINTS Please write them as clearly as possible so that we can print them correctly.

(c) MAPS Please try and keep the maps to A4 size as we reduce them to go into our brochures. We have received excellent colour maps, unfortunately they do not reproduce well for the brochure.

So what are you waiting for get putting those tips together.

H-&-P-NO5-COMPETITION-WINNERS

Winner of the £6, of Software was T. Mawson of Exeter, and Spy Hunter is on its way to him. Another winner of £6, of Software is S. Ward of Tyne and Wear, we dont know what he wants yet. Yet another winner (have we gone mad) of £6, of Software was Scott Moore of Huddersfield, Frank Bruno Boxing is on its way. P. Miller of Staffordshire, also wins 3 brochures free of charge of his own choice. Plus we gave away many more consolation prizes (well it was our last issue).

POKING-INSTRUCTIONS

Hacking into games is becoming a popular pastime with a great many people, and over the coming months we aim to make it easier for people to understand all aspects of hacking. We hope to do step by step guides and give advice on how you can start hacking.
What we will give this issue is the basic instructions which is familiar to many but there are still many who are not, aware of it.

STEP 1- Instead of load"" you type in merge" " (ENTER) merge = T in extended mode.
STEP 2- Start your game tape.
STEP 3- The tape should start loading as normal.
STEP 4- When O.K. message appears on the screen immediately stop your tape.
STEP 5- Type in LIST (enter) (list = press K).
STEP 6- The header should now appear on your screen. You now either edit or retype in the line you wish to alter.
STEP 7- To enter the poke you need to find the line with the last, PRINT USR or RANDOMIZE USR statement. ie. if a line ends:-
PAPER0: CLS: PRINT USR 31000 and you have 2 pokes to enter ie POKE 35100,255: 35170,0: place them into the line and the new end should be PAPER0: CLS: POKE 35100,255: POKE 35170,0: PRINT USR 31000
STEP 8- When you are happy with the line (enter)
STEP 9- The change should now go up into the header.
STEP 10- Type RUN (enter) (run = press R)
STEP 11- Then restart your game tape from where you stopped it.
STEP 12- The game should now load with your pokes taking effect.

If it is a long header you can save the new header to a blank tape to save having to type in everytime you play the game. So at step 10 don't run it but save it. If you do this don't forget to play the game tape past its header. Put the new header in and carry on from step 10.

ACKNOWLEDGEMENTS

We thank the following readers for their contributions which appear in this issue :-

P. Harris, Kingswinford. I. Vincent, Norwich. P. Sankey, Liverpool N. Williams, cleveland. T. Mawson, Exeter. M. Weaver, Warley. P. Garner Stoke. M. Armarib, Sheerness. K. Heath, Birmingham. J. Rowe, Cornwall J. Costello, Ipswich. A. Gledhill, Barnsley. J. Stirland, Cleveland S. Ward, Tyne and Wear. M. Zamon, Blackburn. K. Ryan, Dublin. N. Stockton, CHester. T. Sawyer, Leeds. J. Barnsley, Stafford. S. Moore, Huddersfield. M. Chadwick, Burnley. D. May, Manchester. I. Hicks, Keswick. P. Miller, Hednesford. S. Graham, Manchester. J. Logan, Whitehaven. J. Hamilton, Bunsley.

ABU SIMBEL PROFANATION

HOW TO TACKLE THE FIRST FOUR SCREENS

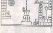
SCREEN 1

Go right, then jump left onto A. Prepare to jump to B but don't get too close to the edge of A before you jump, or you'll get hit by the drip straight away. Jump onto B and wait for a drip to splash then go quickly right. Drop to C and touch the stone which appears to have a letter P on it, this should now show on your scroll. Jump on top of this stone column and prepare to jump to D. Walk right and when the flying object gets to E on its way towards the drip jump once at C walk and drop right. Wait at F and when the moving plank starts to rise walk right and jump through to Screen 2.

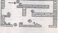
SCREEN 2

From A don't go the easy route down B as its a trap. Go to the very edge of A, then wait for the fireball to turn at D then quickly jump right onto C and you can get your breath at the end of the platform as the fireball does not progress that far. Now go along until you get to E, again go to the very edge of this then wait for the snake to be at F making its way towards the horizontal lines that are going up and down. Drop and immediately walk right and drop into Screen 3.

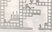
SCREEN 1



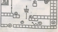
SCREEN 2



SCREEN 3



SCREEN 4



SCREEN 3

This is a little more difficult so be careful. Walk along A once again to the very edge. Keep your finger on the jump button and you have to wait until both the bottle and spider are going left When the spider is approximately where B is and the bottle is approximately where C is, Go left still keeping your finger on jump. and you should land at B, quickly walk right and then don't drop to D but walk right and jump, you should land on D. Go to the very edge of D and wait until the Mummy is directly beneath you, then quickly jump left and drop down into Screen 4.

SCREEN 4

From A walk to the edge left and as the plank reaches the top walk and jump left to land at C. Go left and jump over the drip and you should hit D. This will open a doorway at the bottom right of the screen. Avoid the drip going right and jump back upto A (as you must still have 10 lives there! you can even waste one as you start from A anyway. From A drop to E. Again get close to the edge and wait for B to give you enough room to drop, not forgetting to make sure the snake is at F, walk right into Screen 5. Or to get to H go from A to E wait for the snake to get to I and walk left and drop into another screen 5.

AD-ASTRA

Type in the following and load the game to get infinite lives

```
10 LOAD"" CODE
20 LOAD"" CODE
30 LOAD"" CODE
40 POKE 35853,0
50 RANDOMIZE USR 3300
```

AIRWOLF

THE POKE

```
10 REM xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
20 BORDER 0: PAPER 0: CLS
30 FOR X=23760 to 23803: READ Z: POKE X,Z: NEXT X
40 DATA 221,33,0,64,17,0,27,62,255,55,205,86,5,210,208,92,221,33,
192,93,17,63,162,62,255,55,205,86,5,175,50,165,179,50,166,179,62,
195,50,180,179,195,180,230
```

Type in the listing above. Run it. Then delete lines 20-40. Type in CLEAR 23060 followed by RANDOMIZE USR 23760. Then start your master tape from the start.

ASTRO BLASTER

When you get a high score enter 't' the program will drop into basic and enter the appropriate poke.
POKE 27422,0 - Endless lives. POKE 26398,n - When n = no of lives between 1-255.
Then go to 30 to save it or go to 40 to play.

AUTOMANIA

THE POKE

```
10 LET C=0: FOR A=23296 to 23335: READ D: POKE A,D: LET C=C+D:
NEXT A
20 IF C<>4059 THEN PRINT"ERROR IN TYPING": STOP
30 RANDOMIZE USR 23296
40 DATA 55,17,241,1,221,33,34,127,62,255
50 DATA 205,86,5,48,241,243,62,201,50,80
60 DATA 128,205,22,128,33,200,253,62,45,6
70 DATA 4,119,35,198,9,16,250,195,250,254
```

Type in this program Run it and start your master tape from the begining.

AVALON

DEALING WITH GOBLINS

The golden rule is never panic, they are very slow and a bit stupid. In a large room you can dodge them as long as you want. The Goblin swordsmen and Axemen always head towards you. Lead them away from your exit to a corner of the room and you have plenty of time to escape. If they do catch you and close the door, retreat lead them away and try again, in a small room escape in two stages. Firstly, lead them away from the door and open it when running past Secondly, lead them away then exit. Lose Goblins by going through tunnels or two doors quickly. It is possible to lead Goblins and lock them in a room if there are two doors close together.

A VIEW TO A KILL

The two passwords are for:-
Game II 00321
Game III 00000
They must be put in, in capitals. 00000 gives you maximum time and the Geiger counter works.

If you want to experiment try POKE 30010,0 to stop it running if you have played Game III you will notice that the clock does not reset after a game. To remedy this:-

```
POKE 28032,255: POKE 28087,0: POKE 29243,0: POKE 30543,0
```

BEACH-HEAD

Always go through the hidden tunnel to increase your points and then you'll only have to shoot ten planes down, when blowing up the ships you will find the carrier at about 40° and the small boat at about 20°.

BRUCE LEE

SOUNDS
FAMILIAR
TO ME

When you come across the two flashing yellow balls touch them and you will get an extra life. Then re-enter the screen and keep doing this until the balls dissapear. When or if you ever get to the last screen ignore the Wizard and take the lantern.

BRIAN BLOODAXE

TO GET THE HOLY GRAIL

To get the holy grail go to the snooker room and go left. You should find the Crown Jewels, but if the holy grail is'nt here it will be in the one above (the one with scissors, 3 baddies, a tank, two bunnie rabbits, and a ship). Once you have the holy grail take it back to the room with the angel and the message "bring it hither".

HOW TO FIND THE GOLDEN SEAT OF POWER

To find this go to the room to the right of the snooker room and its in the bottom left hand corner. The seat is normally white and cannot be picked up unless the holy grail has been taken. Once you have the seat go to the well, and jump down it to complete the game.

CAVELON

On level 5, take at least 4 Crosses = Max lives otherwise you wont stand a chance.

CAVERN FIGHTER

POKE 31683,0: POKE 31684,0 I'm sorry we have'nt a clue what this is supposed to give you but try it anyway.

CHUCKIE EGG II

Look for the generator because the factory needs energy. You need 8 bottles of milk, 8 tins of cocoa, and 8 bags of sugar. If you complete an egg take it to the train and to despatch.

Warning Yellow hands, Pink elephants, birds, moles, bats, and ice skates kill you. You bounce off green hands.

THE POKES

Type in the following program:-

```
10 FOR A= 23296 to 23309
20 READ B: POKE A,B
30 NEXT A
40 PRINT "INSERT ORIGINAL GAME AND PLAY JUST PAST THE LOADER ON
   THE SECOND PIECE OF CODE"
50 RANDOMISE USR 23296
100 DATA 55,62,255,221,33,0,44,17,0,192,205,86,5,201
```

Run this and then forward the original tape past the header of the second block. The game will load then stop.

POKE 35453,0 (for infinite lives)

Then to start the game type in RANDOMISE USR 24770

OR

Type in the following

```
10 FOR A= 23296to 23309: READ Z: POKE A,Z: NEXT A
20 DATA 55,62,255,221,33,0,64,17,0,192,205,86,5,201
```

Position the tape past the loader and past the header on the main section and type RANDOMISE USR 23296 and play the tape. When it has loaded POKE 35453,0: RANDOMISE 24770 (for infinite lives)

DAMBUSTERS

SAVING FUEL
The most direct way to your targets is the shortest and best way to save fuel but is by far the most dangerous as you come up against stiffer opposition. One sure way to save fuel is to plot a course early so you dont waste any time flying around needlessly and always ensure your flaps are up in flight otherwise you'll use more fuel.

THE FLIGHT
After a jump jet type take off, it is farly certain you may have an engine fire to take care of. With practice this becomes easy to deal with and unless you fly like a loony you should'nt have any further fire problems. Depending on the course your navigator sets will decide how much opposition you come up against. But whatever the course you are bound to come across the enemy at some time. To deal with the searchlights aim your gunner at just below the spot where the light starts and blast away this should knock them out. To deal with the Barrage balloons you usually get enough time to take your shot to deal with these but always try to get them when they are far away. To deal with the German fighters it is very hard to shoot them when they are flying head on, they are easier targets when they back away.

THE BOMBING RUN
Get the engineer to set the boost to maximum and the revs on each engine to 3600 (higher they may tend to overheat) This should give you an air speed of 230. You must bring her in below 100 feet for the dam run at which time your front gunner will control the distancing sights (remember to turn on the bomb rotation switch before the final bomb run). Switch on the spotlight, and alter your altitude when the lights overlap you are at the correct height (Approx 51 feet). If the distancing sights line up with the dam then let it go.

CHOCKS AWAY SKIPPER

ORPHEUS

THE POKE
POKE 37103,0 (will speed up aliens movements)

DYNAMITE DAN

FOOD
Will always replenish your energy to the full whether you have 5 units of energy left or only 1.

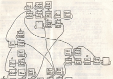
DEODERANT
Allows you to walk through the nasties without being killed, only lasts for a short time so make the most of it.

TEST TUBES
Certainly worth collecting as they give you an extra life.

OXYGEN
Only adds to your score.

FLASHING LAMPS
Teleport you to another room.

EVERYONE'S A WALLY THE MAP



OBJECT	LOCATION
MONKEY WRENCH	ZOO
MONKEY NUTS	BAKERS
BROKEN HOOK	DOCKS
MATCH	[illegible]
FUSE (BROKEN)	[illegible]
BOOK 1	SCHOOL
JUMP LEADS	LIBRARY
£1 NOTE	PUB
SCREWDRIVER	STATION
BATTERY (FLAT)	WALL ST
SAND	PARK
CEMENT	PETE ST
TROWEL	WORK SHED
RED HERRING	TOM
OIL CAN	WALLY
GAS MASK	BANK

OBJECT	LOCATION
CHEWING GUM	
GAS WELDER	WILMA
BOOK 2	SUPERMARKET
BOOK 3	WORK SHED
PLIERS	HARRY
BOTTLE (EMPTY)	WILMA
SUPERGLUE	
PLUNGER	POSTOFFICE
MATCHES	WORK SHED
BAKED BEANS	DICK
TEST TUBE	TOM
BUNSEN BURNER	LIBRARY
FUSEWIRE	WALLY
UNSTAMPED PARCEL	
RUBBER STAMP	DICK
WHISTLE	HARRY

EVERYONE'S A WALLY

THE CODE TO OPEN THE SAFE
Each person should get their own letter
D = WILMA, R = TOM, E = DICK, A = HARRY, K = WALLY.

HOW TO BUILD A WALL THE WALLY WAY
You must be a wally (no offence intended) get the bucket and sand, stand in the fountain and the bucket will be filled go to cement mixer and move around it until you hear a noise, get the trowel and go to Wall street, walk along the wall and it will be built.

TO GET THE LETTER A
Change to Tom take the empty oil can and touch it against the trolleyin the supermarket. Change to Harry and jump onto the trolley and onto the bench and get the letter A.

TO FIX THE INSULATOR
Change to Harry get the screwdriver and good Insulator, go to the telephone box and play the arcade game until you hear a signal then go to School lane and change the Insulators.

TO CHARGE THE BATTERY
Change to Tom, get the jump leads and flat battery, go to garage and walk past battery.

FANTASTIC-VOYAGE

WHERE TO FIND THE BITS AND PIECES
1st PIECE - Mouth, 2nd PIECE = Intestines, 3rd PIECE = Liver
4th PIECE = Gall Bladder, 5th PIECE = Pancreas, 6th PIECE = Duodenal
7th PIECE = Stomach, 8th PIECE = Colon.

The way out is through the small passage at the bottom of the Brain, this leads to the Optic Nerve and the Eye. Go out of the Eye and land on the Laboratory table. As you get bits of the Sub your path will be blocked by nasty little blobs, get white cells to destroy these. If you have'nt got any you'll have to go back and get some.

THE POKES
The program in our Issue 5, was slightly incorrect. Here is a new program that does work.

```
10 CLEAR 30719
20 LOAD""SCREEN$ : LOAD "VOYAGE" CODE
30 POKE 54492,0: REM Infinite lives
40 POKE 54227,0: REM Stop infection
50 BORDER 0
60 PRINT USR 53248
```

Load and run this from tape then put the original game in from the start.

FINDERS-KEEPERS

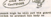
THE KILLING OF THE PUSS
To kill the Puss, drop the Sulphur and the Charcoal on to the Saltpetre in front of the Puss. Drop the Magic Flame onto it and the Puss will be blown to bits.

FIGHTER PILOT

If you shoot a plane do a loop straightaway and fire your gun you will shoot two more planes down by the time you level out.

FRANK BRUNO'S BOXING

Have you ever seen such a filthy bunch of pro boxers. Here are two codes to meet the two of the dirty swines.


I COULD HAVE BEEN A CONTENDER

FLING LONG CHOP PWS/CVMINIJGG
ANDRA PUNCHEREDOV GOD/GHDIIASCA

HINTS ON FIGHTING THE BOXERS
CANADIAN CRUSHER
He reacts to your punch if you punch high he will put his guard up so punch his body, he will then switch to protect his body so punch high etc. WARNING watch out for his bear hug, duck to avoid it
FLING LONG CHOP
He protects himself well, throw as many punches as you can WARNING He delivers a drop kick just before he'll drop to his left knee, get ducking.
ANDRA PUNCHEREDOV
Jab and wait for him to dodge the opposite way then throw the opposite head punch WARNING watch the head butts his head will go back use that duck again.
TRIBAL TROUBLE
The idea is to wait as he will react to any punches you make. As he raises his fists make a body blow and then immediately block his body blows until he raises his fists again WARNING If he starts shuffling dont hit him when he is in his down position.
FRENCHIE
If he makes a successful punch he will carry on repeating it so be careful WARNING Occasionally he winds up for a punch pause for a couple of seconds then hit him.
RAVIOLI MAFIOSI
Take your time he should drop his right hand then punch with your right he will block but keep punching as he will eventually drop his defence WARNING Dont be egged on by him.
ANTIPODEAN ANDY
Watch for him leaning left then hit him with a right head blow or left body blow WARNING When he raises both fists to his face look out.
PETER PERFECT
What more do you want we've got you through to the World Championship Final

GYRON

THE SOLUTION TO NECROPOLIS
Find the place of wisdom where you'll be given an encoded message.

THE TWELVE REGIONS OF NECROPOLIS
Playpen (green) Cross over (yellow) Pipe (blue) Staircase (bronze) Flytrap (white) Cathedral (gold) Hairpin Canyons (cyan) Roundabout - (purple) Coven (magenta) Fortress (turquoise) Heath (red) Clock - (light green)

GHOSTS-REVENGE

For infinite lives type in:-

```
10 CLEAR 24241: POKE 23606,115: POKE 23607,246: LOAD"" SCREEN$:
LOAD"" CODE: POKE 24504,0: RANDOMIZE USR 24450.
```

Position the tape before the screen loads and runs this program

GRAND NATIONAL

THE POKE

Before the Load"" in line 10 enter POKE 53375,0 for unlimited energy.

HELL FIRE

THE POKE

POKE 29137,0 for extra lives.

HERBERTS DUMMY RUN

Get the A BLOCK out of the first room on your right. Now with the A BLOCK and COIN go to the sports department, drop the A BLOCK where the POP GUN is, jump on the A BLOCK and then onto the desk, walk past the till and exchange the CHOCOLATE COIN for a REAL ONE. Go to the screen with the ropes and the jumbo jets and exchange the POP GUN for the BOMB. Now with the BOMB and the REAL COIN put the coin in the slot on the screen two along to the right. Go straight to the sports department and then to the dining room, jump on the chair and then onto the dining table, get the HONEY POT marked H. Go to the start screen then right then to the screen with the two hoovers and get the key of the safe. Go back to the start screen with the KEY and HONEY POT and stand on the JACK IN THE BOX. You should go to the top of the screen, get the TEDDY of the top. Now go to the lift then to the room with the exit sign (which is on the left of the lift). Go through the door in the middle and you should now be outside, get the rope on your right quickly. With the TEDDY and the ROPE go to the screen with the DALEKS and locked door and just stay alive until the TEDDY gets to the door on the right. (it couldnt go much slower) enter the room on the right which has some suits in. Now jump at the rope until you can see the rope goes down to the floor now go to the swimming pool and the DUCK should have been lowered. Now exchange the ROPE for the DUCK. If you're on the right side of the swimming pool go right into the room with the EYES go right again and you're in the WINE CELLAR get the CORK. Now with the DUCK and CORK go to the sports department and get the POP GUN start of by having the POP GUN and CORK then see the POP GUN is loaded and get the DUCK again now with the DUCK and the POP GUN loaded go right and right again so you're at the castle with the two soldiers. You will pass through the soldiers jump at the portcullis in the middle of the castle. You should now be inside the castle go upstairs and you will be on the roof. Jump at the FLAG and make sure you dont fall off drop the POP GUN in place of the FLAG. Now with the FLAG and the DUCK go to the very edge of the roof of the castle and jump making sure the TOY SOLDIER Bis'nt between the edge of the screen and you. Now go straight to the other castle with the sun and get the PEBBLES of the top of the castle. With the tennis raquet go to the screen with the wall and just get the GLOVE by knocking out the bricks. With the GLOVE go to the room with the ROTATING HAND and go through the door you should now be at the lost and found.

Also there is a roll of FILM in the unlit room if you have the WORKING TORCH.
From the receipt of the REAL COIN and putting it in the slot (see earlier) you should be in the BLITZ game when you complete it you should get a CANNONBALL, and ROLLS OF CAPS . Go to the room containing the cannon and go through it, a hole in the wall will be made, go through and you should get a SPACE HOPPER. Jump through the hand in the room mentioned above and WALLY and WILMA should be at the top of the escalator, If you have the SPACE HOPPER bounce high and you should be able to hit the switch and so be re-united.

THE POKE

```
10 CLEAR 65535
20 PRINT AT 9,3; "PLAY IN MASTER TAPE"; AT 11,10;"FROM THE START"
30 RESTORE
40 FOR N=23296 to 23321: READ A: POKE N,A: NEXT N
50 DATA 221,033,000,000,017
60 DATA 017,000,175,055,205
70 DATA 086,005,221,033,224
80 DATA 252,017,083,002,062
90 DATA 255,055,205,086,005
100 DATA 201
110 RANDOMIZE USR 23296
120 POKE 65093,243: POKE 65100,190
130 FOR N=65271 to 65299: READ A: POKE N,A: NEXT N
140 DATA 017,128,091,033,254
150 DATA 083,036,174,203,164
160 DATA 174,203,228,016,043
170 DATA 019,123,254,156,032
180 DATA 241,002,048,050,213
190 DATA 202,195,148,091
200 RANDOMIZE USR 65093
```

Type this in and save it to tape Run it then play the master tape.

HYPERSPORTS

LONG HORSE

Jump off the horse as normal, but tip the man onto his head. Let him fall and as he bounces along the floor, the bird from the Javelin bounces after him awarding bonus points.

WEIGHT LIFTING

After you have successfully lifted a weight your man will drop the Barbell, press both run buttons at the same time as it hits the ground, if your timing is correct 3 girls lift up a card with 1000-points on it - your bonus. It is easier to move your Joystick up and down, when you have raised it above your head keep going dont slow down.

ARCHERY

If you score a nice with every Arrow, 3 Apples appear which can be shot for 1000 - points bonus each.

SWIMMING

Always move and fire never stop to take a breath as you stop totally.

INVASION-OF-THE-BODY-SNATCHERS

THE POKE
For infinite lives start by -

```
CLEAR32767 [enter]
MERGE"": POKE 23787,201: PRINT USR 23776:NEW  (enter)
```

Then type in this.

```
10 POKE 61724,46: POKE 61725,242
20 FOR i = 62000 to 62025
30 READ A: POKE i,A NEXT i
35 PRINT USR 61440
40 DATA 33,57,242,34,12,91,195,0,91,62
50 DATA x, 50, 190, 159, 62, 24, 50, 246, 170
60 DATA 175,50,242,170, 195,0,150
```

Replace x with the number of lives you want.

JACK-AND-THE-BEANSTALK

THE POKE
Type in the following for infinite lives:-

```
POKE 56115,0: POKE 56116,0: POKE 56388,62: POKE 56389,27: POKE 56390,0
```

JET-SET-WILLY

I know we said no more pokes on JSW but we could'nt resist printing this one. Using whatever loader you use to get your now archaic pokes in add the following.

```
For F=44800 to 44928: POKE F, PEEK (F+512): NEXT F
```

This apparently will reveal the graphic that Matthew Smith did'nt get round to using. The penknife will change into a Top hat Also try altering the 512 to 640 and it will change again.

JET-SET-WILLY-II

Go up the rope in the cold room and lo and behold no swimming pool but your in the sewer.

WARNING Dont go down from 'DOWNY' PIT' as there are 5 pointless rooms that will kill you.

From the bow you can now get to the infamous deserted island WARNING you need to have poked in infinite lives and also have been in the trip switch room and nutted the object and then get to the bow without losing a single life (just try it).

WARNING To get the object in the Cartography room make sure you've visited as many locations as possible as a block appears to aid your climb as a result of every location you visit.

THE POKES

```
10 CLEAR 64999
20 LET obj = x
30 LET room = n
40 FOR a = 65000 TO 65047: READ a: POKE a,a: NEXT a
50 PAPER 0: INK 0: BORDER a: CLS
60 RANDOMIZE USR 65000
70 DATA 221,33,0,64,17,58,188,62,255,55,205,86,5,243,48,240
80 DATA 33,6,254,17,197,100,1,59,0,237,176,195,0,95
90 DATA 62,255,50,87,117
100 DATA 62,x,50,126,135
110 DATA 62,n,50,75,117
120 DATA 195,0,112
```

x = number of objects you need to finish the game
n = choose your start room WARNING dont end up in a wall

OR TRY THIS ONE

```
10 REM  PROGRAM TO LOAD JET SET WILLY II. THEN JUMP BACK INTO BASIC
20 PAPER 0: INK 0: BORDER 0: CLEAR 64999
30 FOR A = 65000 TO 65032
40 READ B: POKE A,B
50 NEXT A
60 RANDOMIZE USR 65000
70 REM

       MACHINE CODE DATA

80 DATA 221,33,0,64,17,58,188,62,255,55,205,86,5,243,48,240
90 DATA 33,6,254,17,197,100,1,59,0,237,176,195,0,95,195,25,18
```

Type in this listing then save to tape before running. Insert JSW II tape then press play from the start. When loaded stop the tape and insert the following pokes:-

```
POKE 24990,201  (enables you to bypass codes)
POKE 31224,201  (indestructable willy)
POKE 30019,255  (infinite lives)
POKE 34686,x  (x = no of objects)
POKE 30027,x  (x = start room no)
POKE 30579,255  (fall from any height)
POKE 31657,x  (max no of monsters per room)
POKE 33~~5~~758,0  (trip switch on)
```

To run the game type

```
RANDOMIZE USR 28672
```

For anyone interested a list of monsters and their addresses are available from us?

ME
TARZAN
YOU ?

JUNGLE-TROUBLE

THE POKE

```
POKE 24165,0 for infinite lives.
```

KNIGHTLORE

The bouncing balls go for the Werewolf but not the Sabreman.

MAGIC-CARPET

THE POKE

```
For infinite lives- POKE 29530,0
For infinite bonus-POKE 31696,255; POKE 31697,255
```

MICROMOUSE

THE POKE

```
POKE 32064,50 for infinite lives.
```

MANIC-MINER

Not only infinite lives but infinite air as well here are the two versions.

BUG BYTE

```
    POKE 35136,0: POKE 34795,195: POKE 34796,241: POKE 34797,135
POKE 35233,195: POKE 35234,149: POKE 35235,141
```

SOFTWARE PROJECTS

```
    POKE 35135,0: POKE 34801,195: POKE 34802,247: POKE 34803,135
POKE 35244,195: POKE 35245,160: POKE 35246,141
```

MR-FREEZE

THE POKE

For infinite lives POKE 33823,0 and 33824,0

NIGHTSHADE

THE POKE

The following will stop you from dying when you run into a monster.

```
10 BORDER 0: PAPER 0: INK 0: CLS
20 LOAD""SCREEN$
30 PRINT AT 19,0 : LOAD""CODE
40 PRINT AT 19,0 : LOAD""CODE
50 PRINT AT 19,0 : LOAD""CODE
60 PRINT AT 19,0 : LOAD""CODE
70 POKE 23464,251: POKE 23465,201
80 PRINT USR 23424
90 POKE 62030,0
100 RANDOMIZE USR 24064
```

This program if entered before the master tape will stop you from dying when you hit a monster, Although you will die if you hit one of the four creatures you have to kill. (At the bottom of the screen).

[illegible]-OF-[illegible]

Type in the following save to tape, run the program then start your BDY tape from the start.

```
10 CLEAR 49152
20 RESTORE
30 FOR A = 49152 to 49193: READ B: POKE A,B: NEXT A
40 DATA 221,33,0,0,17,48,0,62
50 DATA 255,55,205,86,5,221,33,203
60 DATA 140,17,0,16,62,255,55,205
70 DATA 86,5,62,201,33,42,143,119
75 DATA 33,33,143,62,142,119,205,31,143
80 DATA 201.
85 PRINT "start tape from beginning"
90 RANDOMIZE USR 49152:CLS
100 PRINT AT 4,13; FLASH 1; "SELECT"
110 PRINT AT 8,7; "1 UNLIMITED LIVES"
120 PRINT AT 10,7; "2 NUMBER OF LIVES"
130 PRINT AT 15,8; "PRESS KEY 1 OR 2"
140 LET A$ = INKEY$: IF A$ = ""THEN GOTO 140
150 BEEP. 1,1: IF A$  "1" OR A$ "2" THEN GOTO 140
160 GOTO 100+ 100* VAL A$
200 RESTORE 1000: CLS
210 GOTO 400
300 RESTORE 2000: CLS
310 PRINT AT 9,2; "ENTER NOs OF LIVES (1 to 255)
320 INPUT B$: BEEP. 1,1
330 IF B$ = ""THEN GOTO 320
340 FOR C = 1 TO LEN B$
350 IF B$ (C) "0" OR B$ (C) "9" THEN GOTO 320
360 NEXT C
370 LET LIVES = VAL B$
380 IF LIVES 1 OR LIVES 255 THEN GOTO 320
400 CLS
410 PRINT "restart the tape from hyper load"
430 FOR N= 63216 TO 63225: READ A: POKE N,A: NEXT N
440 RANDOMIZE USR 63201
1000 DATA 062,00,050,149,127
1010 DATA 195,000,226
2000 DATA 062, LIVES, 050,205
2010 DATA 134,195,000,226
```

Put in number of lives between 1 and 255, required into line 2000.

[illegible]

After game over press Caps Shift and then break and type edit and change a = 26712 to 26716 to give you 256 lives and bombs. OR hold down break until it breaks and change line 6 goto to goto 2, for infinite lives.

PINBALL-WIZARD

THE POKES

For infinite balls first type in, LOAD"" CODE 36384 - When the tape has loaded POKE 51566,0 then save "Pinball" CODE 36384,16128 now to load in the new version type LOAD""CODE 16384

ROAD-RACER

THE POKE

For infinite lives - POKE 27150,0

[illegible]

The people you have to fight are in this combination.

Cimbal Lin, Ted Matare, Jansen Sins, Fighter Bull,
Ted Matare, Jansen Sins, Fighter Bull,
Jansen Sins, Fighter Bull,
Fighter Bull.

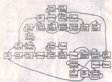
If you win against these you become World Champion.

ROCKY-HORROR-SHOW

The keys open any doors. The room with the large curtain is where your partner and the machine are. This is where you must take all the flashing items to rescue your friend.

Do not walk through the energy beam when it is on, always go through quickly on the occasions when it is turned off. It is easier to get all the pieces near the machine, when you have all the pieces you must walk into your partner and you have finished the game.

PYJAMARAMA THE MAP



OBJECT	LOCATION	OBJECT	LOCATION
POUND COIN	BREAKFAST ROOM	PENNY	DINING ROOM
HAMMER	TOILET	FIRE EXTINGUISHER	LIFT
SQUARE KEY	2ND CHIMNEY	LASER PISTOL	SHOOTING ROOM
TRIANGLE KEY	LOWER STAIRS	BATTERY	2ND FUEL ROOM
LIBRARY TICKET	CORRIDOR	LIBRARY BOOK	BEDROOM
DRIVING TICKET	ATTIC	IGNITION KEY	ROOF
CRASH HELMET	STAIRS	SCISSORS	LIBRARY
BOX KEY	2ND CELLAR	MAGNET	KITCHEN
BUCKET	CELLAR	FUEL CAN	OBSERVATORY
MOON KEY	MOON CAVE	DOOR HANDLE	STUDY
CORRIDOR CONTROL	MOVING FLOOR	PLANT POT	2ND CORRIDOR
SWORD	CHIMNEY	JOYSTICK	2ND BEDROOM
CANNONBALL	2ND KITCHEN	CROSS	2ND ATTIC
TOWEL	BATHROOM	ORB	FUEL ROOM
MOON CRYSTAL	MOON	SOUND KEY	(HELD AT START)
RADIO	(HELD AT START)		

[illegible]

The object that lookds like a face is a bag of glue, always keep your eye on your energy and eat the food to keep your strength up. Always keep your gun filled with glue and avoid bats at all costs.

Take note the arrows lead to another section.

When you get through the door you have built make sure your energy is at maximum as the bats knock you down to the bottom level and your energy drops.

CHEAT FOR IMMORTALITY

Play the game until you can enter a high score. Enter YOUNG ONES. Instead of your own name (you must include full stops) then play again and fingers crossed your immortal.

[illegible]

Here are some codes 1. 000, 2. 307, 3. 137, 4. 089, 5. 281.

SIR-LANCELOT

THE POKE

```
99 REM [illegible]-SIR-LANCELOT
100 FOR i=23331 TO 23389: READ a: POKE i,a: NEXT i
199 REM
200 DATA 221,33,120,91,17,128,36,62,103,55,205,86,5,33,84,93,62,0,
119,33,85,93,119,33,86,93,119,33,220,103,119,33,221,103,119,33,222,
103,119,33,64,93,119,33,65,93,119,33,66,93,119,33,34,95,119,243,195,
0,92
299 REM
300 RANDOMIZE USR 23331
```

SORCERY

THE SOLUTION

Go left, go left, get club and go top left, go left drop down belothen go left, go up and through top door, get sword go bottom left, swap sword for gold go through top left door, swap the gold for key go back through bottom right door get the sword swap for key and kill monk get key again and go left, land on top of the top left doorget through without touching water, dont touch the water land on the face drop down go left, go left, this room is in darkness go across and land on a cauldron (this gives energy and a potion), go through top right door, go up through top left door, go through bottom left, You should now be in the swamp avoid the swamp get candle go bottom right, go through the the top right door by landing on it and be careful you dont drown again go through, go through bottom left. You have the candle so can see exchange candle for key then go bottom right, go top left, across through bottom left, across and through top left, across to face drop down get poison go up top left, swap poison for wand fire to get rid of ghost take poison go left, land on the table and you have completed the game.

STARION

We have all the passwords to block 1 and 2 plus all the grids anyone wishing info please get intouch we'd virtually fill half the brochure just printing these two blocks.

SPY HUNTER

As a carry on from the hint in issue 5, I MIKES feels that this was a very slow way to get extra points. He suggests that you avoid the Helicopter until you come to the divide in the road. Keep the Helicopter in the screen and get as close to the divide as possible, fire at the divide and you get 150 points for every missile, the closer you get to the divide the better.

SPY vs SPY

HOW TO SEE OFF YOUR COMPUTER OPPONENT

1. If he is a low IQ opponent you bash him to death using a club.

2. Always try to concentrate on setting one door trap consistently. (low IQ again). So if you continually use the water bucket ensure that you always booby trap the umbrella stands. You can enter the room after he has been killed and pick up his objects.

3. Drastic measures can be called upon when you see that he has sussed out your door. all you have to do is drop the time bomb and it will blow you both to pieces. But at least he wont win.

4. Another sneaky way to win is to find the room containing the airport door, the other spy will only enter when he is carrying all the objects he needs to fly the plane. So all you do is booby trap the room so that when he enters he is blown up you can collect the objects and depart through the airport door.

5. The computer spy will always try to get through a door that you're blocking from the other side. So set the time bomb and run for the opposite door before it goes off, block this next door also and the other spy should chase you and again try to get through the door, he will be blown to bits.

6. With high IQ opponents always change your traps to try to confuse them. WARNING never get into hand to hand combat with them as they are hard to beat.

HIDING YOUR ITEMS

Do not to get caught carrying your objects around always find a room with only one piece of furniture in and hide it there. Booby trap that piece (make sure you have the remedy) then go off on your travels and return further items you find to the same spot.

THE GENERAL REQUIREMENT TO SUCCEED IN THIS GAME IS TO FIGHT DIRTY.

TALES FROM THE ARABIAN NIGHTS

THE FIRST SCREEN

Avoid the flying bird, octopus, and cannonball. Leave the letter A on the top left hand side until last, then drop down onto the N this is one of those games where a heavy fall kills you.

SCREEN 2

The River Anhil is an easy screen just avoid the boulders.

SCREEN 3

In the cavern just collect the letters and avoid the castles.

SCREEN 4

The Desert, avoid the horrible lookalike who tries his best to kill you. Sometimes you get killed when you enter the screen so be careful.

TAPPER

Only collect tips when there are a lot of customers at the far end of the bar. Learn the patterns of the SOda Bandit as these could come in handy as you progress farther. Men drink faster than Women. On the bottom bars dont let the customers get to near the end of the bar as it will take a lot of Soda to push them through the door.

TECHNICIAN TED

THE POKE

```
10 CLS: RESTORE
20 LET TOT=0: FOR I=23296 TO 23497: READ A: POKE I,A: LET TOT=TOT
+A: NEXT I
30 IF TOT<> 16121 THEN PRINT"error in data" : BEEP 1,0: STOP
40 PRINT AT 0,0;"start master tape"
50 RANDOMIZE USR 23296
1000 DATA 221,33,0,0,17
1010 DATA 17,0,62,0,55
1020 DATA 205,86,5,221,33
1030 DATA 203,92,17,224,2
1040 DATA 62,255,55,205,86
1050 DATA 5,33,96,91,17
1060 DATA 102,94,1,32,0
1070 DATA 237,176,62,195,50
1080 DATA 195,131,33,147,91
1090 DATA 34,196,131,62,201
1100 DATA 50,39,95,205,21
1110 DATA 95,205,120,93,49
1120 DATA 0,92,221,33,0
1130 DATA 128,17,190,3,62
1140 DATA 255,55,20,0,21
1150 DATA 243,62,15,211,254,
1160 DATA 33,0,128,229,219
1170 DATA 254,31,230,32,240
1180 DATA 2,79,191,185,107
1190 DATA 5,32,73,78,70
1200 DATA 73,78,73,84,69
1210 DATA 32,76,73,70,69
1220 DATA 32,80,79,75,69
1230 DATA 83,32,66,89,32
1240 DATA 80,72,73,76,32
1250 DATA 32,32,32,32,175
1260 DATA 50,114,171,62,195
1270 DATA 50,170,172,33,5
1280 DATA 173,34,179,172,195
1290 DATA 101,170,62,33,50
1300 DATA 64,140,33,189,77
1310 DATA 34,65,140,62,195
1320 DATA 50,90,140,33,129
1340 DATA 91,34,91,140,195
1350 DATA 64,140
```

I'VE GOT SOCKS FINGERS

Save this to tape then run and play master.

[illegible]

THE POKES

For infinite lives load tape as normal and when you hear five beeps, just before the paper turns black, break into the program and enter the following:-

```
POKE 24731,215: POKE 24733,192: CONTINUE
```

Enter this and restart the tape.

WANTED: MONTY MOLE

If you're having trouble progressing past the no smoking sign on level 8, get your coal and the axe, but do not kill the Genie.

WIZARDS-LAIR

THE FLASHING ITEMS
Cups give extra lives and Helmets give limited protection against Knights and the Hooded Axe Men.

THE CROSSES
Allow you to move through Snakes that are the same colour as the Snake.

HIDDEN DOORS
These may be found between Knights, in Rocks or in Fire Places Some Cabinets also have doors in them. Also whilst entering a room look for Monsters moving through walls as this is a sure sign of a secret door.

WORSE-THINGS-HAPPEN-AT-SEA

First of all type in this listing:-

```
10 CLEAR 25383: LOAD""CODE 25384
20 FOR A=23296 TO 23307: READ B: POKE A,B:NEXT A
30 RANDOMIZE USR 23296: CLEAR 28000 : NEW
40 DATA 17,48,117,1,104,101,33,88,152,237,176,201 if you have
   put it in properly you should now have the 'Sinclair research
   message' now enter the following pokes:-
POKE 35443,0 (infinite droids)
POKE 35383,0: POKE 33221,0 (everlasting power)
POKE 30000,201 (stops overflowed boat from sinking)
```

WRIGGLER

Parachutes can come in handy when you reach the underground as they save you losing a lot of energy on a long drop.

ZOMBIE-ZOMBIE

When you're asked if you want to load in the day type CHR$ USR 4867 then type STOP. Then edit line 2010 and remove the statement LET BOY = BOY -1 for infinite lives.

3D-STARSTRIKE

To get infinite supply of shields - pause the game type 'I WANNA CHEAT' with the spaces. If you dont want anymore type 'BORING' and it will return to normal.
Here are some normal playing hints.

Stage 1
Keep firing or switch on auto fire if you have one. Move gun-sight to the top of the screen and keep it in the middle. Here you can blast the ships before they reach you WARNING watch your laser power.

Stage 2
Only shoot the enemy ships if they are going to hit you.

Stage 3
Always go over the low catwalks and under the high ones WARNING do not go from side to side.

Stage 4
Hit the two crosses on either side of the rectangle.

READERS-LETTERS

We want to introduce a letters page , we will be giving a 3 issue subscription free to the star letter each issue, so if you want to air any views please write in. NB we dont want any letters criticising other computers or magazines etc, and we dont print any that just say how good we are so be warned. PS this does'nt mean we'll print your letters that say how bad we are but constructive criticism is welcome.

READERS-RECOMMENDATION-SPOT

J Lagan of Whitehaven has wrote to recommend a kit from Global Software, it's called Operation Caretaker, and contains a tape head cleaner, demagnetiser, and a program which helps you align your tape heads complete with it's own tool. Its priced at £9.95 and is a welcome addition for a home computer owner.

If you know of anything that may be of help to other readers drop us a line and we will print your advice.

PEN-FRIENDS/MESSAGES

S. Rohloff, Am Schonblick, 10,7972 Isny, W. Germany. Wishes to make contact with other Computer owners, male or female.
To Lisa Robinson, Paul Miller Loves you .
"Hello" to Mugsy, Poison Dwarf, Hercules, Mekon and Metratelo Hot-Flash. va.

If you have anything you want to appear in this column, write in with your message.

SWOP-SHOP

E. Ryan of 32, Ardpatrick, Dublin 7, Republic of Ireland. Has 50 games to swop including Bruce Lee, and Daley Thompsons Decathlon.

A Nilsen of 3504, F Courtwood Apts, 3074, Massillon RD, Uniontown Ohio 44685, USA. Has Horace goes Skiing, Jet Pac and Make a Chip, is willing to swop for one of the following 3d Starstrike, Underwurlde Alien 8, or Sabre Wulf.

J. Hamilton of 13, Marlstone rd, Hornsn Hill, Dessley, Glas G511 5Sa. Has Horace goes Skiing, Jasper, and,or Scrabble, plus cash to swop for a secondhand working Erom (and Eproms) made by Eprom Services.

Anyone wishing to swop software, please write in and we will put your swops in the brochure.

HELP-WANTED

F. Sankey of 15, Columbia Rd, Walton, Liverpool L4 5UD. Wants pokes on Jumping Jack, Spy Hunter and Raid over Moscow, he also requires a map on the sewers in Roland's Rat Race.

P. Harris of 47, Raven Rise, Kingswinford, W. Midlands DY6 8ED. Wants playing hints on Automania.He also cannot get Ah Diddums to load on an issue 2 or 3 Spectrum, has anyone else had a similar problem and is there a remedy?.